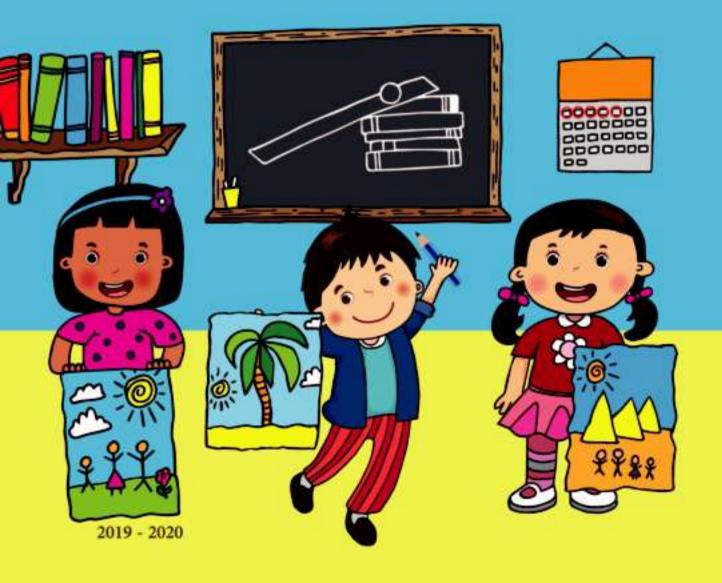


# KINDERGARTEN I DISCOVER TERM 2



#### **FOREWORD**

his is a pivotal time in the history of the Ministry of Education and Technical Education (MOETE) in Egypt. We are embarking on the transformation of Egypt's K-12 education system starting in September 2018 with KG1, KG2 and Primary 1 continuing to be rolled out year after year until 2030. We are transforming the way in which students learn to prepare Egypt's youth to succeed in a future world that we cannot entirely imagine.

MOETE is very proud to present this new series of textbooks, Discover, with the accompanying digital learning materials that captures its vision of the transformation journey. This is the result of much consultation, much thought and a lot of work. We have drawn on the best expertise and experience from national and international organizations and education professionals to support us in translating our vision into an innovative national curriculum framework and exciting and inspiring print and digital learning materials.

The MOETE extends its deep appreciation to its own "Center for Curriculum and Instructional Materials Development" (CCIMD) and specifically, the CCIMD Director and her amazing team. MOETE is also very grateful to the minister's senior advisors for curriculum and early childhood education. Our deep appreciation goes to "Discovery Education," "Nahdet Masr," "Longman Egypt," UNICEF, UNESCO, World Bank Education Experts and UK Education Experts who, collectively, supported the development of Egypt's national curriculum framework. I also thank the Egyptian Faculty of Education professors who participated in reviewing the national curriculum framework. Finally, I thank each and every MOETE administrator in all MOETE sectors as well as the MOETE subject counselors who participated in the process.

This transformation of Egypt's education system would not have been possible without the significant support of Egypt's current president, His Excellency President Abdel Fattah el-Sisi. Overhauling the education system is part of the president's vision of 'rebuilding the Egyptian citizen' and it is closely coordinated with the ministries of higher education & scientific research, Culture, and Youth & Sports. Education 2.0 is only a part in a bigger national effort to propel Egypt to the ranks of developing countries and to ensure a great future to all of its citizens.

# WORDS FROM THE MINISTER OF EDUCATION & TECHNICAL EDUCATION

t is my great pleasure to celebrate this extraordinary moment in the history of Egypt where we launch a new education system designed to prepare a new Egyptian citizen proud of his Egyptian, Arab and African roots - a new citizen who is innovative, a critical thinker, able to understand and accept differences, competent in knowledge and life skills, able to learn for life and able to compete globally.

Egypt chose to invest in its new generations through building a transformative and modern education system consistent with international quality benchmarks. The new education system is designed to help our children and grandchildren enjoy a better future and to propel Egypt to the ranks of advanced countries in the near future.

The fulfillment of the Egyptian dream of transformation is indeed a joint responsibility among all of us; governmental institutions, parents, civil society, private sector and media. Here, I would like to acknowledge the critical role of our beloved teachers who are the role models for our children and who are the cornerstone of the intended transformation.

I ask everyone of us to join hands towards this noble goal of transforming Egypt through education in order to restore Egyptian excellence, leadership and great civilization.

My warmest regards to our children who will begin this journey and my deepest respect and gratitude to our great teachers.

Dr. Tarek Galal Shawki Minister of Education & Technical Education

NAME:

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# HOWTHEWORLDWORKS

# CHAPTER1

# ONAROLL





Count how many tools are in each group. Write the number to show how many.















#### HOWCANITMOVE?

Draw a line from the classroom tool to the word that describes how the tool can move. You can draw more than one line for each tool.

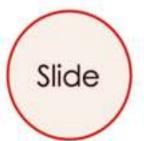














Circle the object that is made of the material written above it.

#### Glass





#### Fabric





#### Metal





#### Wood





#### Plastic





#### Paper

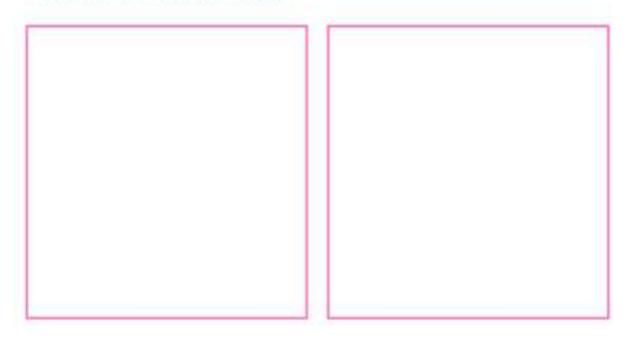


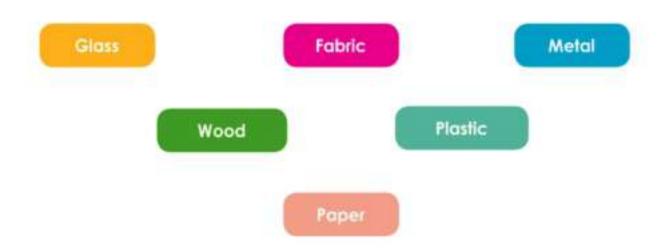


يلوك

Draw 2 objects you observed in the room.

Then draw a line to its material.







#### WHAT AM I MADE OF?

Look at each picture. Talk about what materials make up each object.

Glass

Wood

Fabric

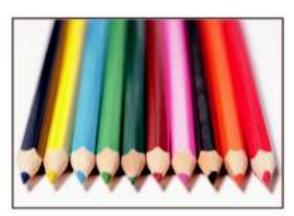
Plastic

Metal



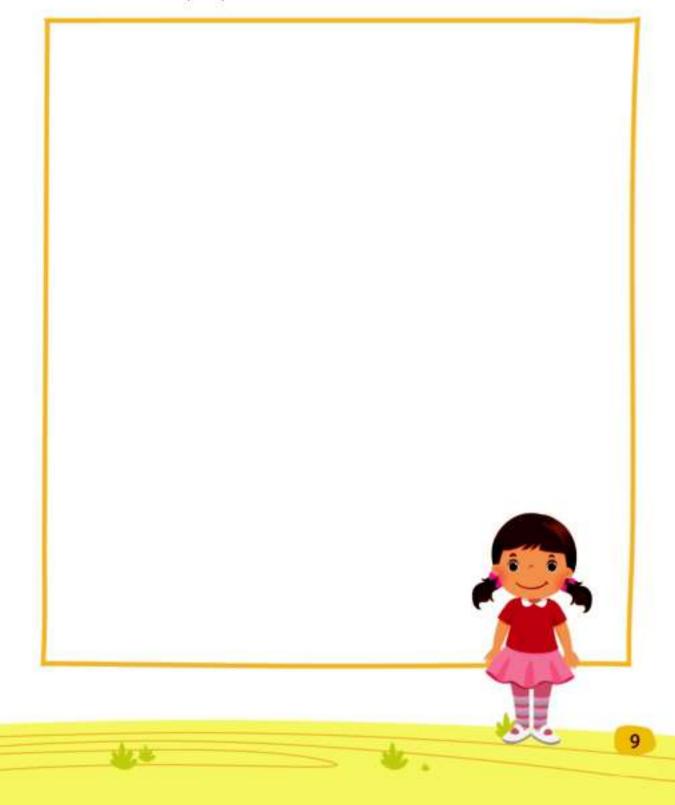








Draw your idea for a new creation. Draw the different materials you plan to use.





# PUSH, PULL GRAPH

Count your items. Then, color in the rectangles to show how many.

	PUSH	PULL	вотн
10			
9			
8			
7			
6			
5			
4			
3			
2			
1			



Put an X in the column for push, pull, or both.

OBJECT	PULL	PUSH	вотн
Gelein .			



## RAMPS

Look closely at the pictures. Discuss with your class.













Experiment with different objects. Record your results.

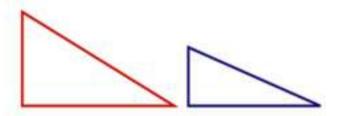
OBJECT	ROLLS	SLIDES
W.Fr.		
Ø		



## GO THE DISTANCE

Complete each part with the teacher.

Ramp Height:



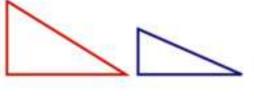
Materials: Draw the materials you will use.

#### Results:

Compare the tape on your strings.

Circle which ramp made the object roll farther.

I learned that the



makes my object roll

a longer distance.



Circle the object you think will roll best on a ramp.









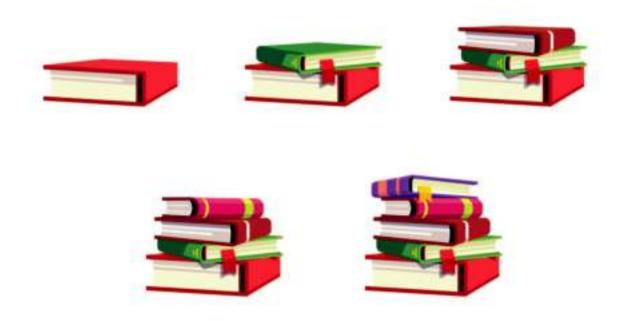
# MY IDEAS ON A ROLL

Draw your plan for a rolling object.





Circle how many books your group will use. Record your results.



Results: Circle your result.

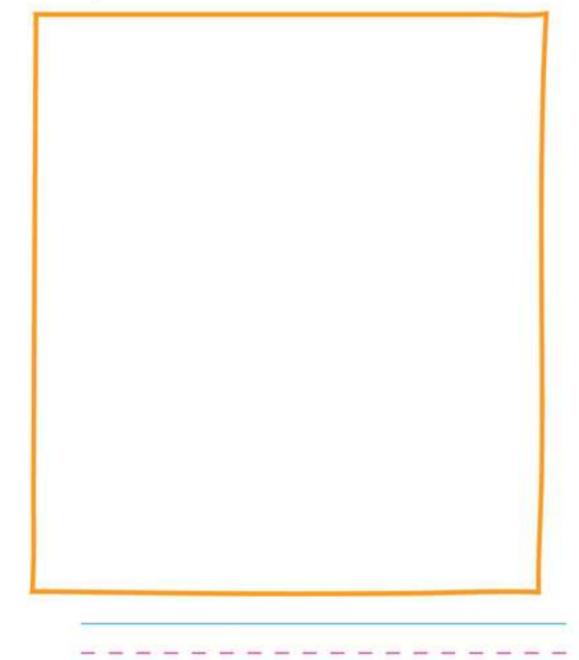
Test Two was	longer	or	shorter	than Test One
Test Three was	longer	or	shorter	than Test Two
Test Three was	longer	or	shorter	than Test One

# HOWTHEWORLDWORKS CHAPTER 2

# **SHADEFORABEETLE**



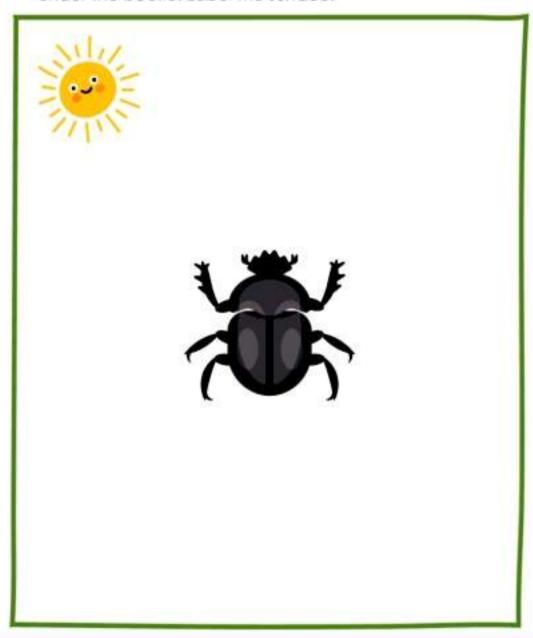
Using art materials, create a detailed picture of the sun. Complete the sentence below.



The sun is \_\_\_\_\_



Draw a picture of a surface that will feel the coolest under the beetle. Label the surface.





## ON A SUNNY DAY

Circle the pictures that show children on a sunny day.

















Fill in the information for your weather report.

Today is \_\_\_\_\_\_\_.

The weather LOOKS



You can wear





## HATS FOR SALE

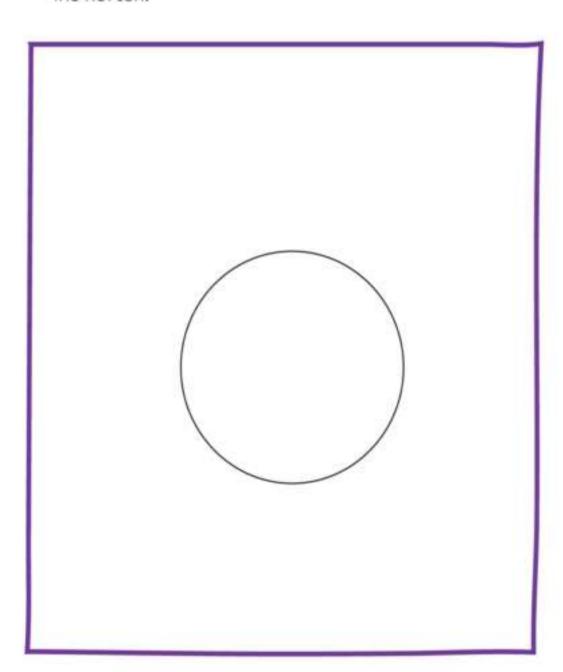
Circle the hats that can protect your face from the sun.







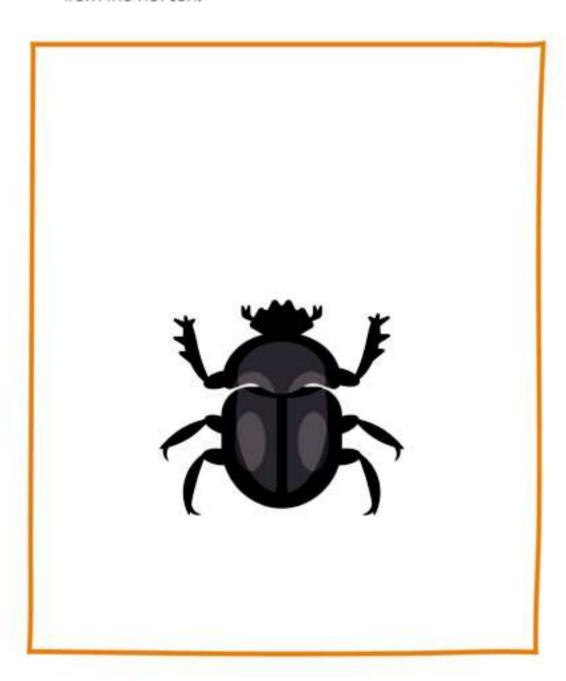
Draw a picture of a hat that would protect you the best from the hot sun.





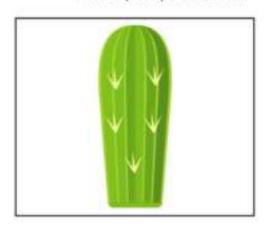
## MY BEETLE'S HAT

Draw a hat on the beetle's head that will protect him from the hot sun.

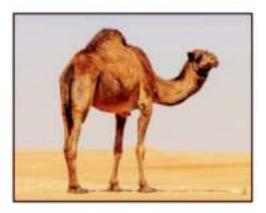




Draw circles around the spines of the cactus. Draw box around the ears of the Fennec fox. Draw a triangle around the hump of the camel. On the lines next to each picture, write the number of shapes you drew.







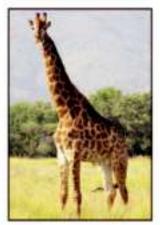


### MORE ADAPTATIONS

Circle the adaptation that helps the plants or animals in the pictures. In the last box, draw a picture of yourself with one plant or animal adaptation.



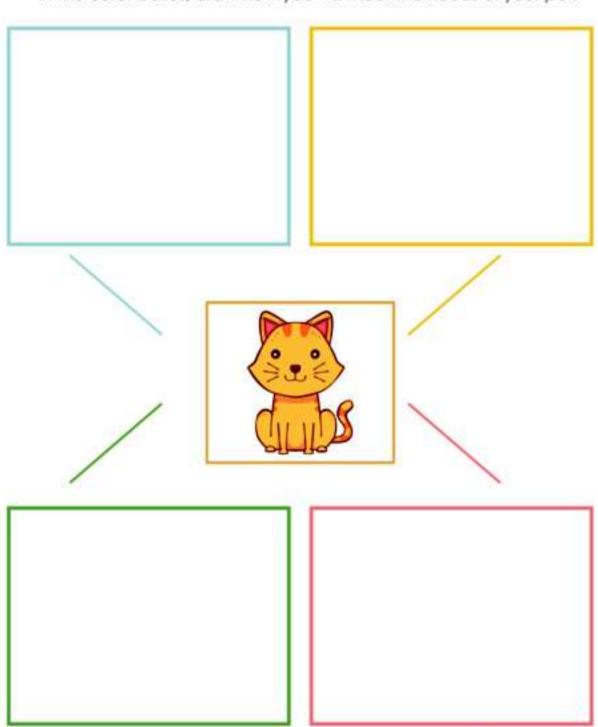






My adaptation

In the outer boxes, draw how you will meet the needs of your pet.

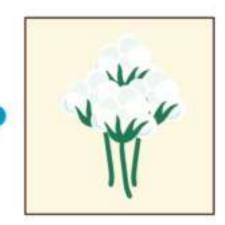




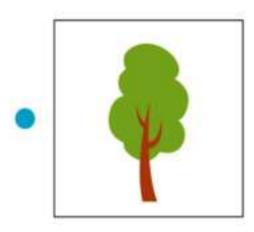
### PLANTS AND ANIMALS ARE IMPORTANT

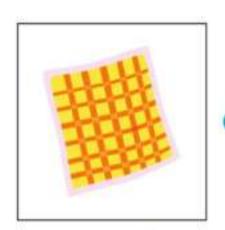
Match the pictures.

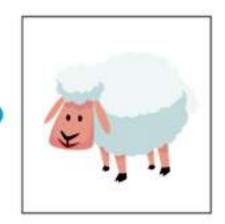






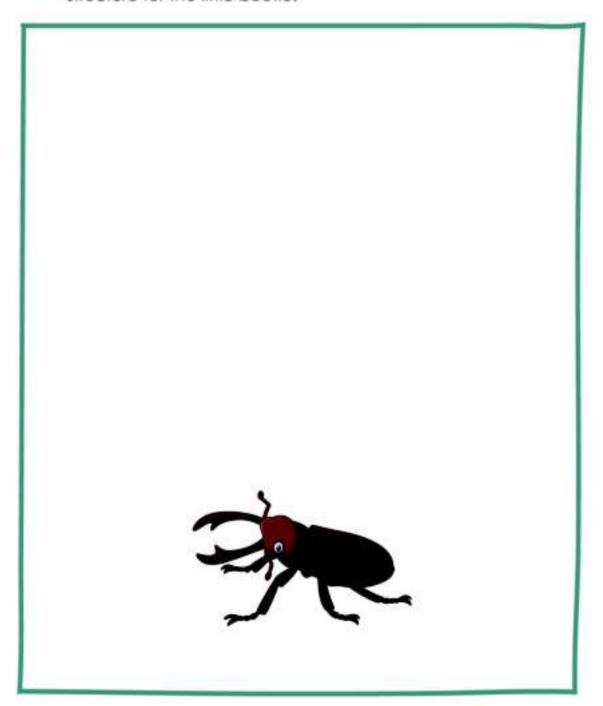






### A SHADE PLAN

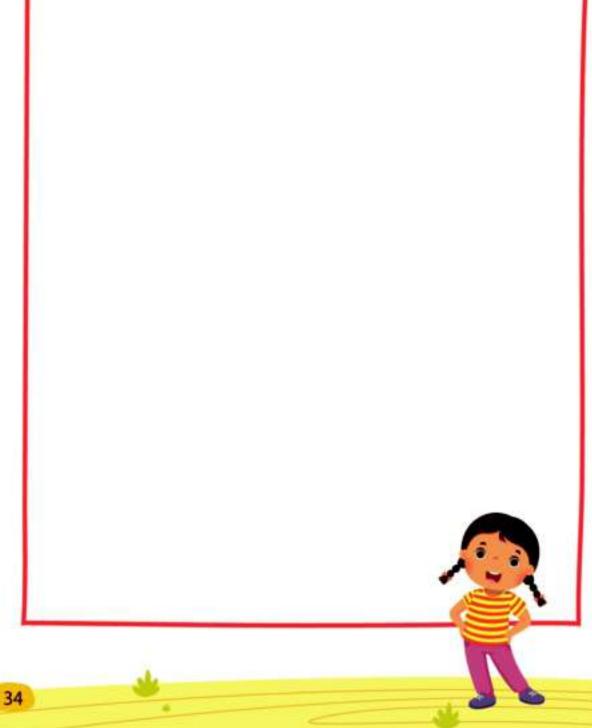
Draw a picture to show your plan to make a shade structure for the little beetle.





### MY FINAL DESIGN

Draw what your final shade structure looks like.



## WHERECANIBUY...?





Circle the goods that meet a need. Draw a box around the goods that are wants.













### POLITE BEHAVIOR

Look at how each child is behaving. Circle the children showing polite behavior. Draw an X on children showing bad behavior.





Count the number of children showing good behavior.

Write the number above the ②.

Count the number of bad behaviors.

Write the number above the 🕃.

Add the numbers. How many total children are in the store?











### WHERE SHOULD I SHOP?

Draw a line to match the good to the store.





























Circle the tools and materials a carpenter needs to make a table.





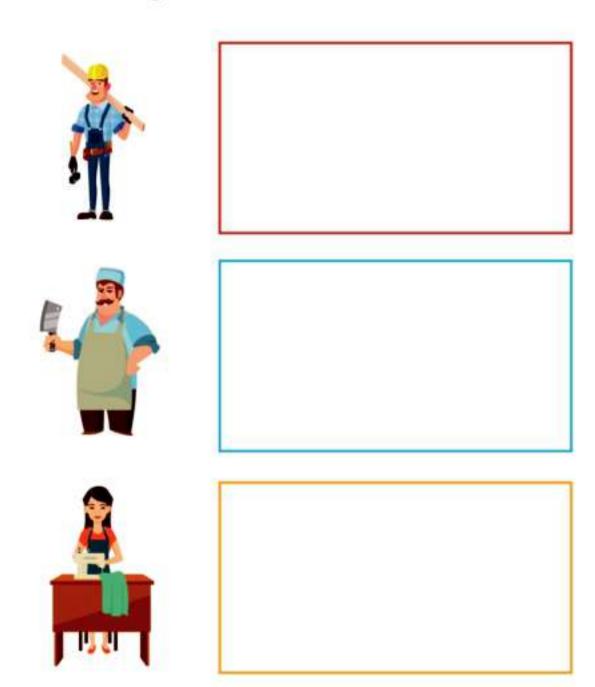






### WHAT AM I MAKING?

Draw a picture next to each worker to show the good he or she is making.





#### JOBS ARE IMPORTANT

Circle the goods that would go away if we did not have a butcher. Draw a box around the goods that would go away if we did not have a seamstress. Mark an X through the goods that would go away if we did not have carpenters.





### WHAT DOES IT COST?

Circle two goods. Combine the numbers to tell how much money you need to buy both goods. Write how many pounds you need on the line below.



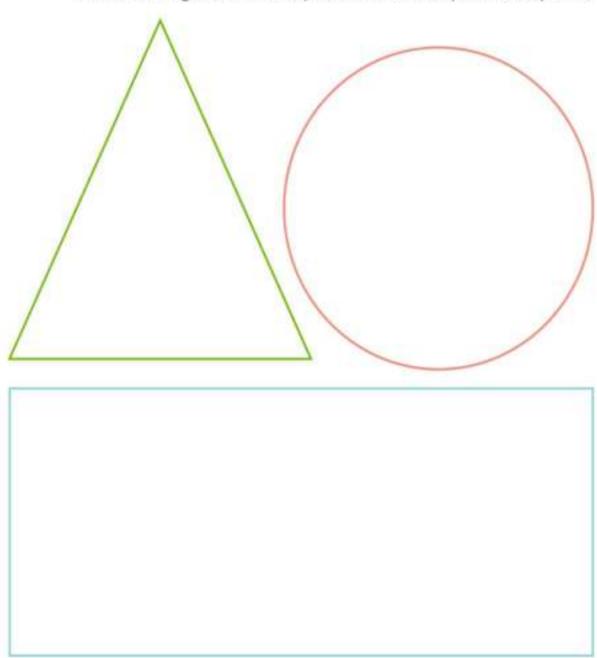
pounds

Draw a picture of yourself doing a job when you grow up.



### MY PLAN

In the triangle, draw something you want to SPEND money on. In the circle, draw something you will SAVE money to buy later. In the rectangle, draw who you would SHARE your money with.





Color and decorate the labels.

# SAVE

# SPEND

SHARE



### TECHNOLOGY CAN HELP

Draw a line to match a simple tool with a newer technology that helps perform a job.













Draw a picture to show the technology that helps you the most.





### SORTING

Write the letter N or W under each picture to identify it as a NEED or WANT. Write the cost of your items on the spaces below.











Study the pictures below. What job does each show?











### SHOPPING LIST

Circle one thing you need and one thing you want.



2 LE



5 LE



3 LE



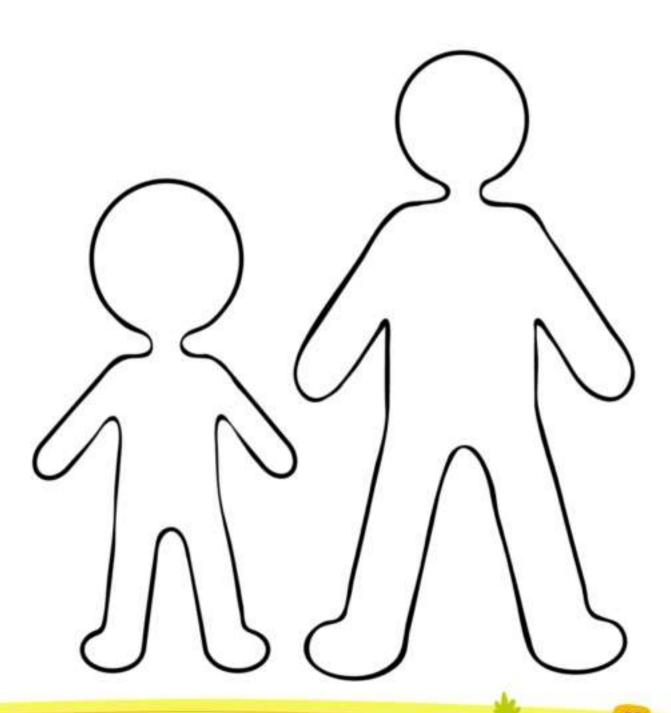
4 LE



=

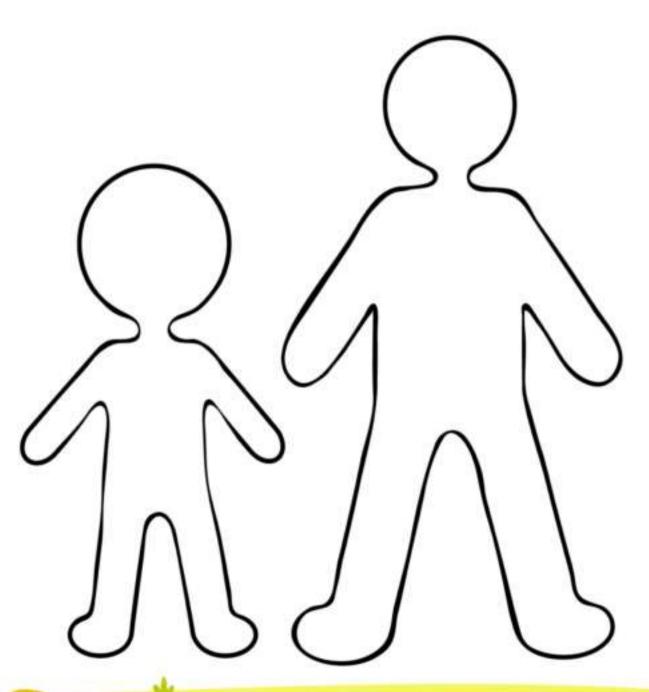


Create puppets that can teach a friend about the market.





Create puppets that can teach a friend about the market.



### COMMUNICATION

### **CHAPTER 1**







Sort the pictures of living things. Draw a line to the group where each belongs. If the picture shows something that is non-living, draw an "X" on it.







**PLANT** 

**ANIMAL** 









### **REAL OR MAKE-BELIEVE**

Circle the pictures that show real plants.













Observe the two habitats. What is similar? What is different?







### MY BEST HABITAT

Predict how many seeds will grow in each cup.

BEFORE: I THINK \_\_\_\_\_\_ seeds will grow.

**DESERT** 

LATER: \_\_\_\_\_\_ seeds grew.



**FOREST** 

BEFORE: I THINK \_\_\_\_\_\_ seeds will grow.

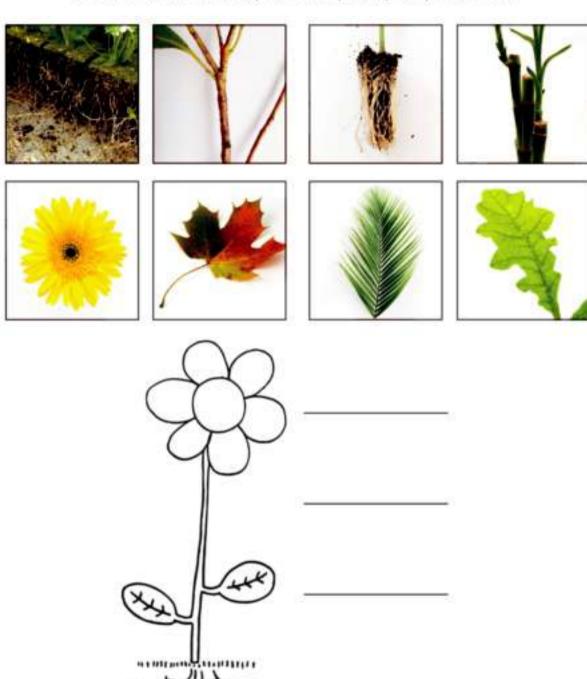
LATER: \_\_\_\_\_\_ seeds grew.





### PLANT PART SORT

Count to tell how many of each plant part you found.





#### ANALYZING A PICTURE

Use the pictures below to answer the question "Do all plants grow in the ground?"









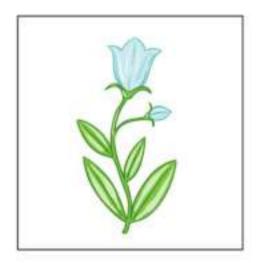
Count the leaves. Put the number on the line below the box.





\_\_\_\_\_leaves.

\_\_\_\_\_ leaves.



\_\_\_\_\_ leaves.



\_\_\_\_\_ leaves.



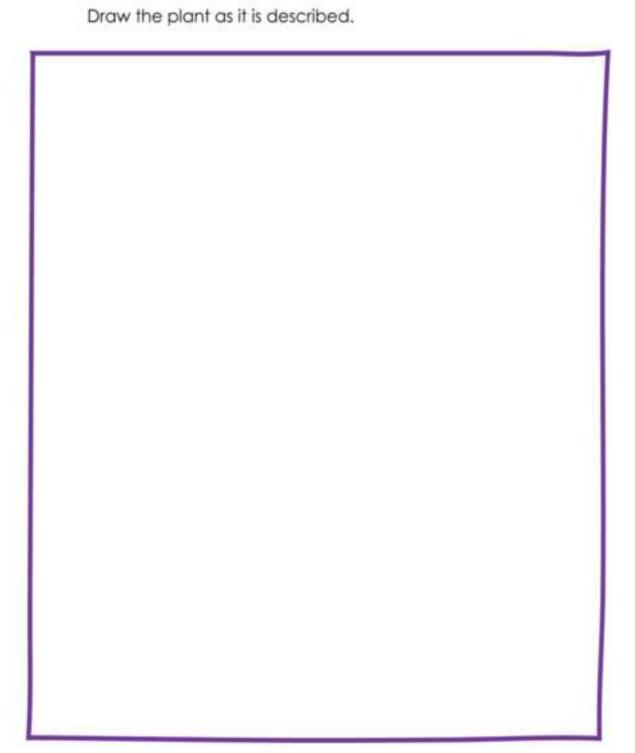
Find the pattern and draw what the next flower would look like.







I HEARD YOU SAY...





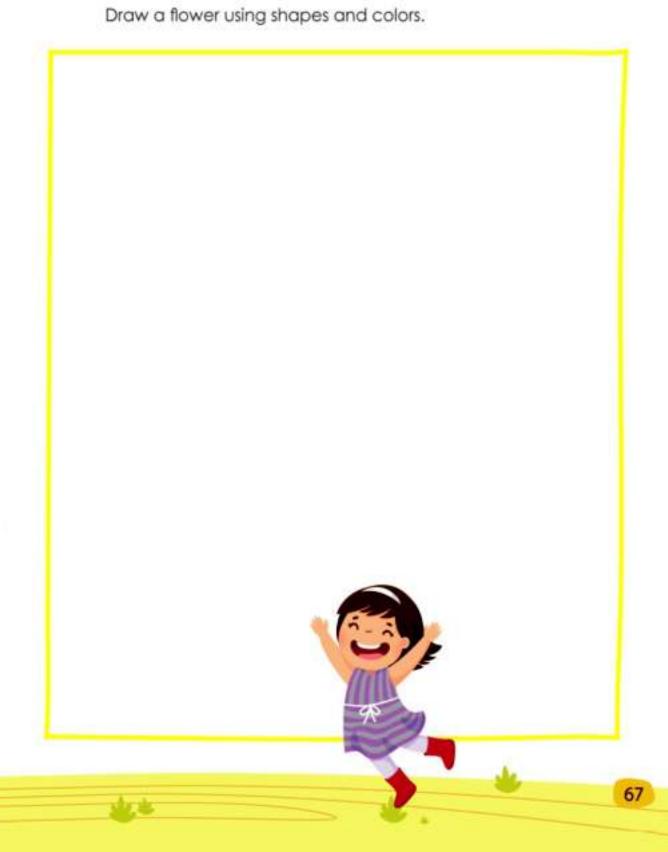
### THESHAPESOFMYFLOWER

Draw a flower using shapes and colors.











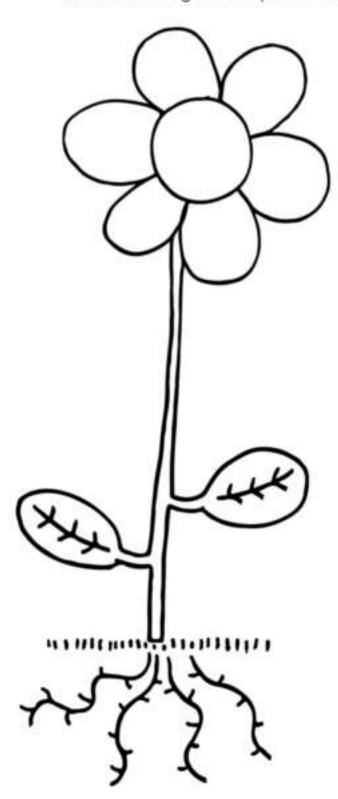
## MY DRAWING

Draw the plant you see. Look carefully at the details.





Create a collage of the parts of a plant.





## **PAINTINGFEELINGS**













## MY FEELINGS

Draw something that makes you happy, sad, and angry. Use the sentence starters to explain your drawings orally.

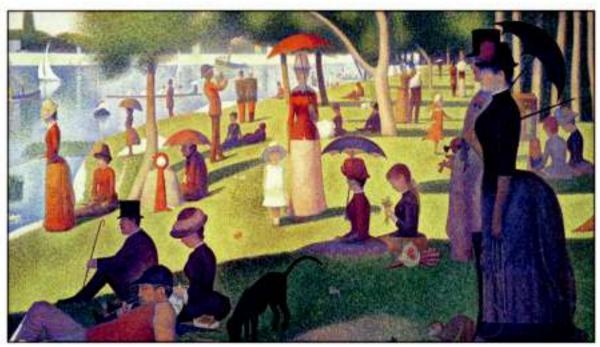
<del></del> <del> </del>	
	"I am happy when"
50	
	"I am sad when"
<u></u>	
	"I am angry when"





Discuss each picture with your teacher and classmates.







### WEATHER REPORT

Circle what you will use for your weather report.



It will be a good day to wear:



It will be a good day to:

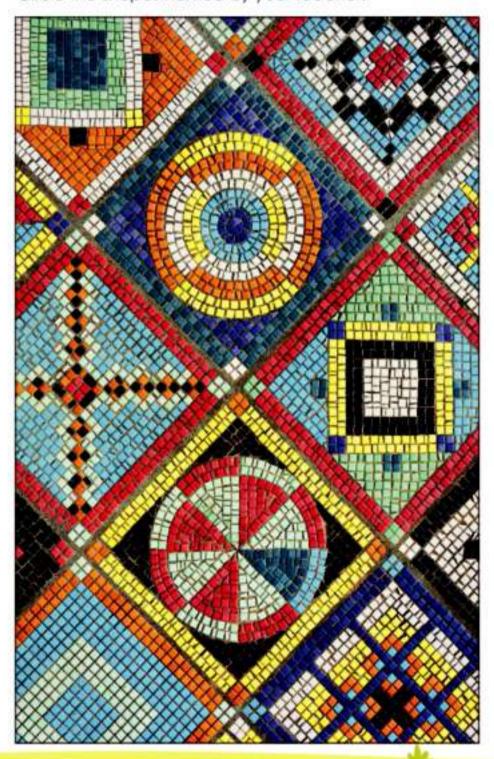
PLAY OUTSIDE

READINSIDE





Circle the shapes named by your teacher.



业生



## MY MOSAIC

Create a picture using shapes.





Look at the painting and observe the details.

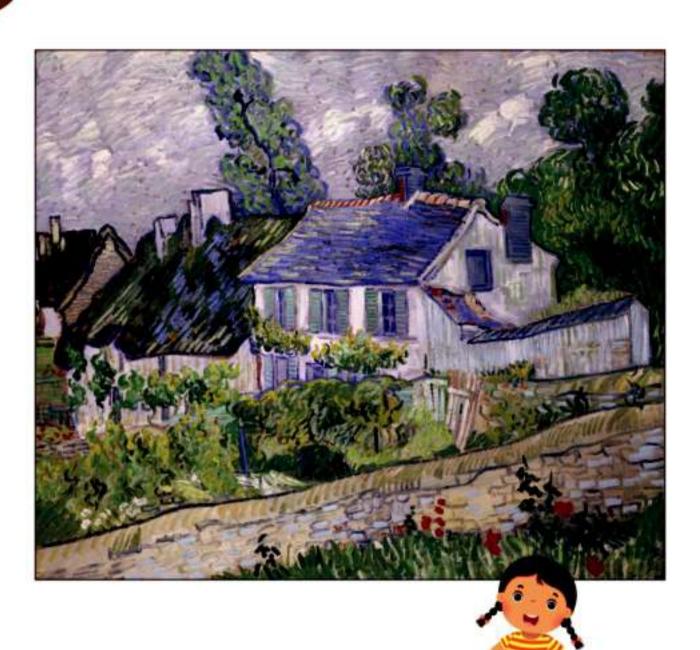




### WHERE AM I?

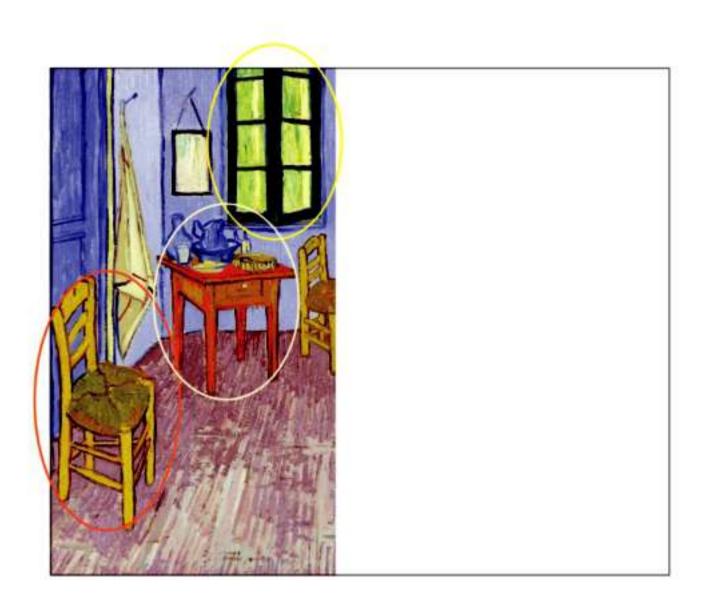
Discuss with your teacher.

Put an X on the man-made features.





Look at the three parts of the painting. Where do you think the picture takes place? Complete the picture based on your prediction.





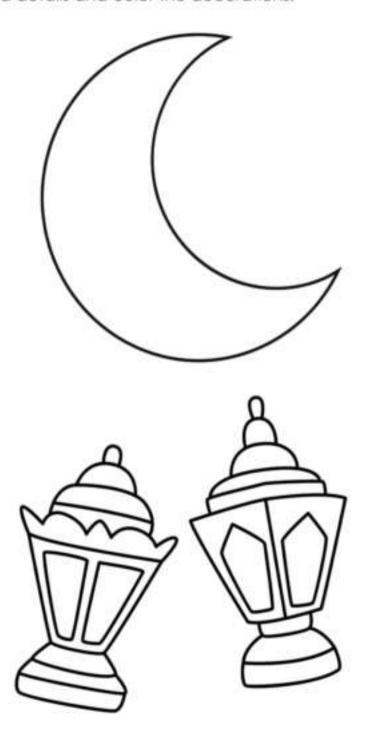
## **CREATE A STORY**

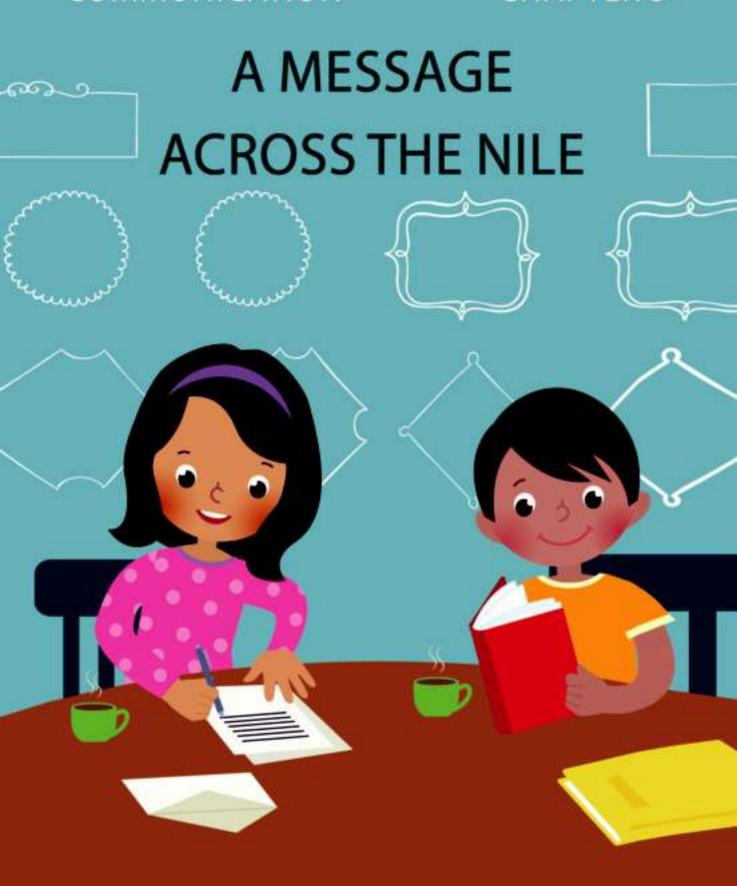
Add characters to the setting to tell a story.

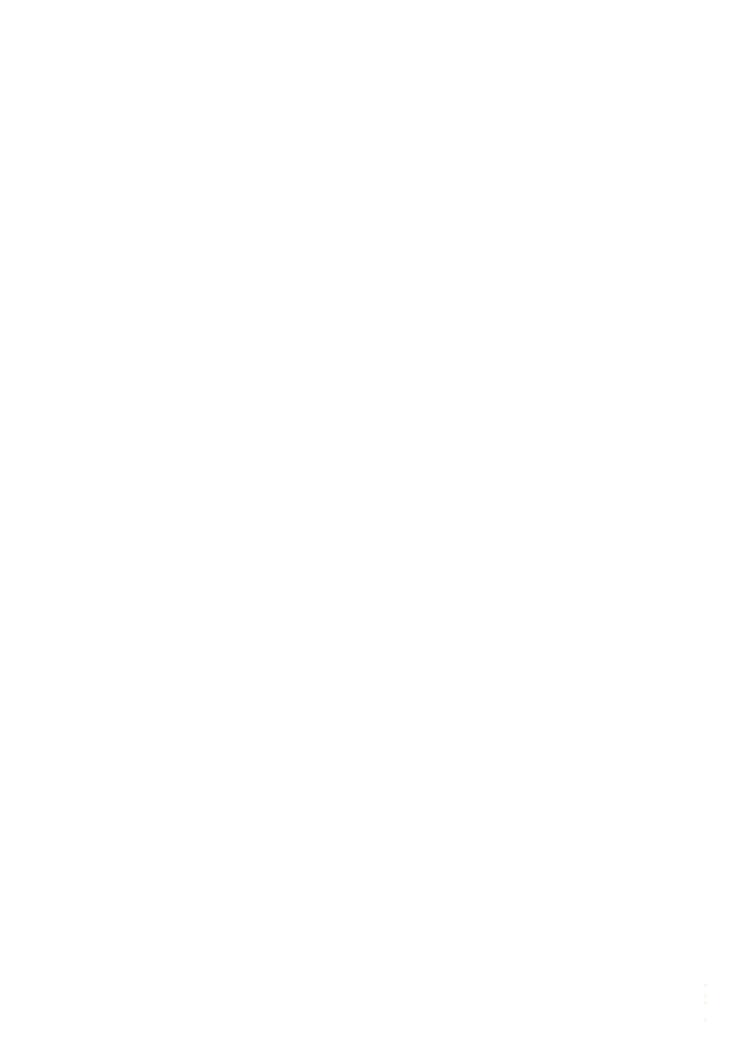




Add details and color the decorations.





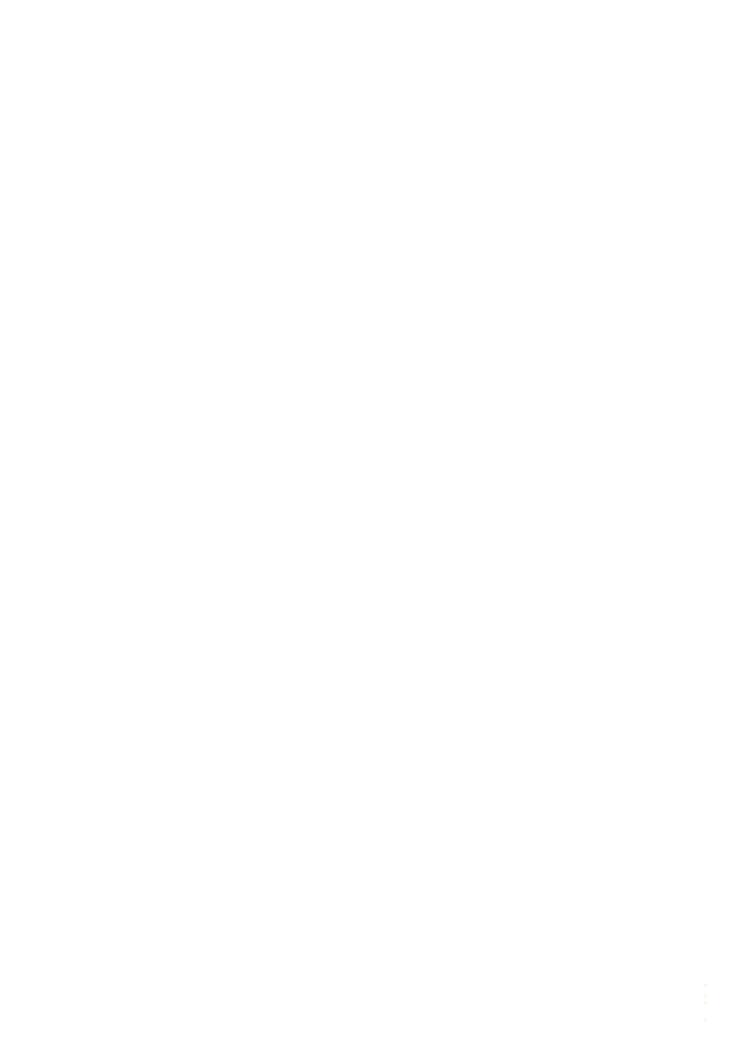




## TRANSPORTATION

Cut out each type of transportation. Sort the pictures into the categories on the next page.







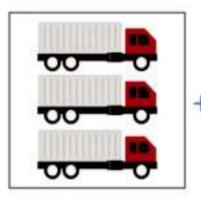
Sort the types of transportation into the correct column.

LAND	WATER	AIR

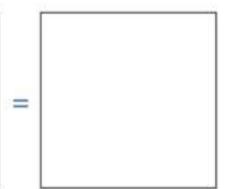


## LET'S COUNT

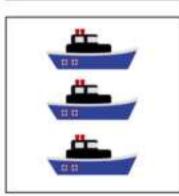
Solve the problems. Write the answers in the box.

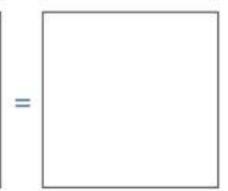


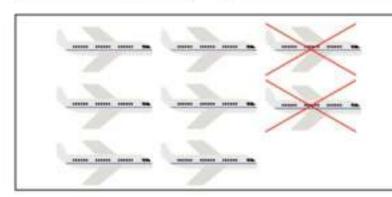


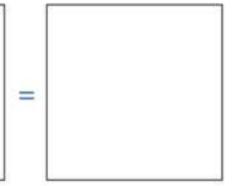


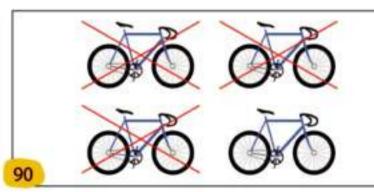
















## Test the objects to see if they will sink or float. Record your results in the chart.

Objects	Prediction S/F	SINK	FLOAT



Trace the letters under each picture.





## RAFT

# CARGO SHIP



## **FELUCCA**





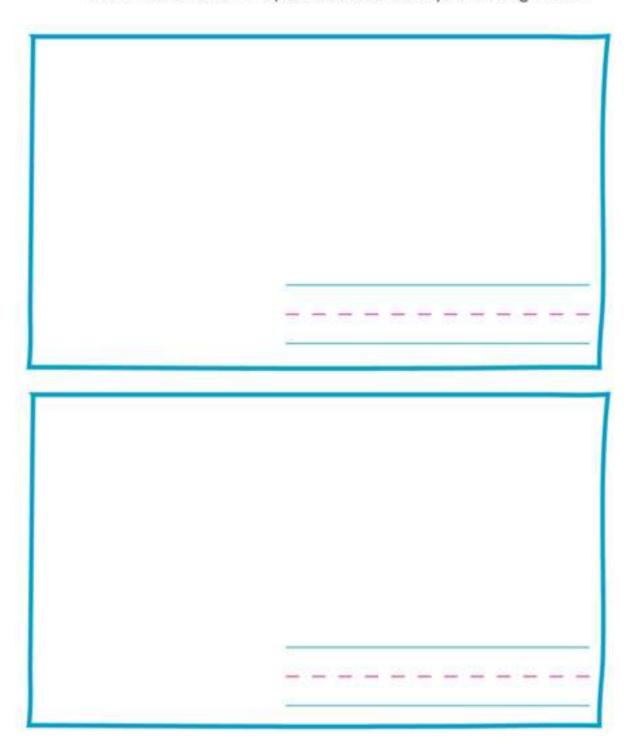






### **TESTING BOATS**

Draw two different shaped boats. Record your testing results.



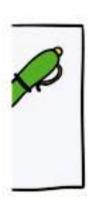


## HISTORY OF MESSAGES

Draw the other half of the tool.













Draw to show your idea for making a boat.



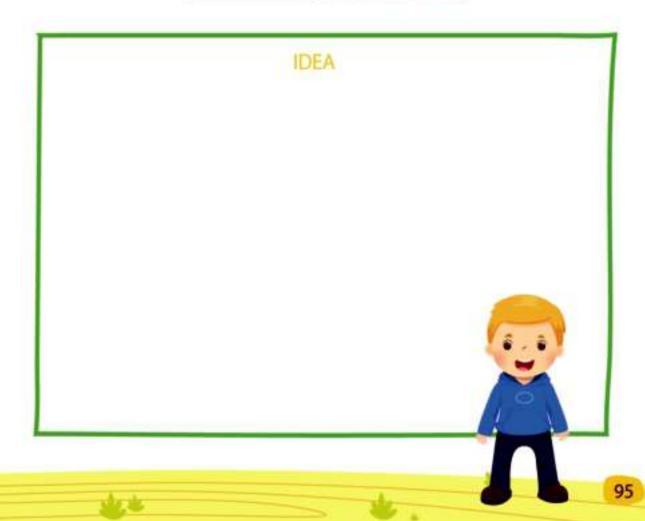








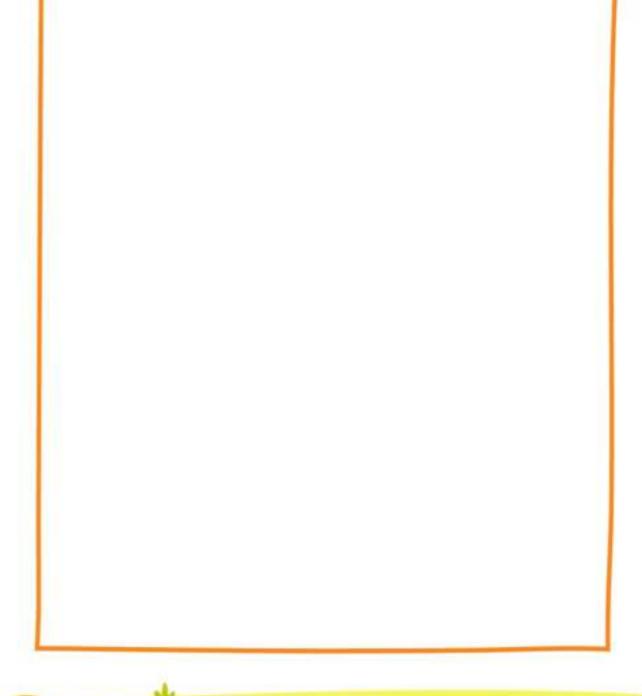






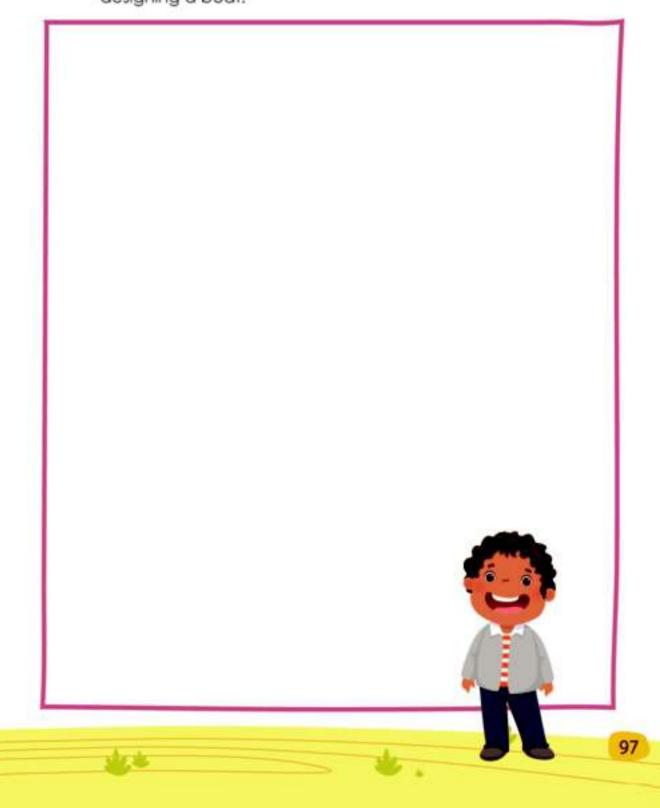
## **OUR FIRST DESIGN**

Draw what your boat looks like.





Draw a picture to show an important idea for others designing a boat.





### **DESIGN PROCESS**

Point to the pictures as I read the descriptions.



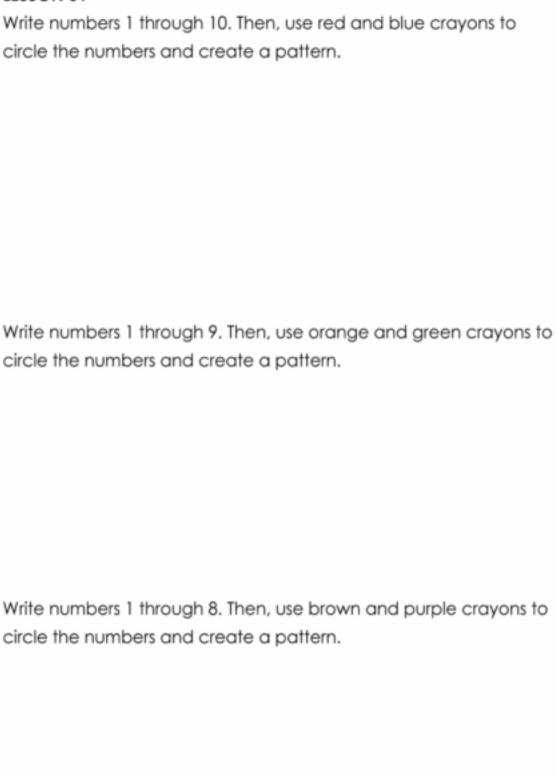




## KINDERGARTEN I

## Math Journal

Term 2 / 2019 - 2020

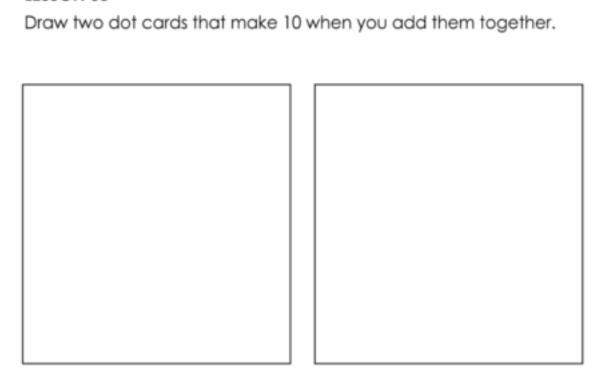


FECCAL	 	
LESSON	 COnfi	nued

Write numbers 1 through 6. Then, use two different colors to circle the numbers and create a pattern

Write numbers 1 through 4. Then, use two different colors to circle the numbers and create a pattern

Make 10 using any two colors you choose.

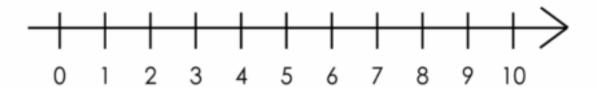
Draw the math story problem. Draw the river, tree, sun, mountain, and rock. Draw the bridge if you like. In Lesson 70, you will add pictures next to or beside the landmarks you drew in Lesson 69.

Use the ten frame to help you make 10.

-			
П			
ъ			
П			
1		1	ı
1		1	ı
1		1	ı
1		1	ı
1		1	ı
1		1	ı
1		1	ı
-11		1	ı

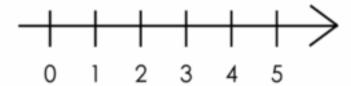
Use the ten frame to play the Cup Game. Show 10. Then think of another way to show 10 and draw it below.

Use the number line below to help you solve math problems.



Add the numbers 1 through 5.

Use the number line below to help you solve math problems.



Draw the teacher's subtraction stories below.

Draw your own subtraction story during Share.

# LESSON 82 (continued)

Draw the teacher's subtraction stories below. Draw your own subtraction story during Share.

# LESSON 84 (continued)

Illustrate your subtraction story.

Draw a cave with 3 bears sleeping inside. Then draw the bears outside of the cave.

Fill in 10 squares every day for 10 days.


# LESSON 100 continued

Place beads on grid spaces.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

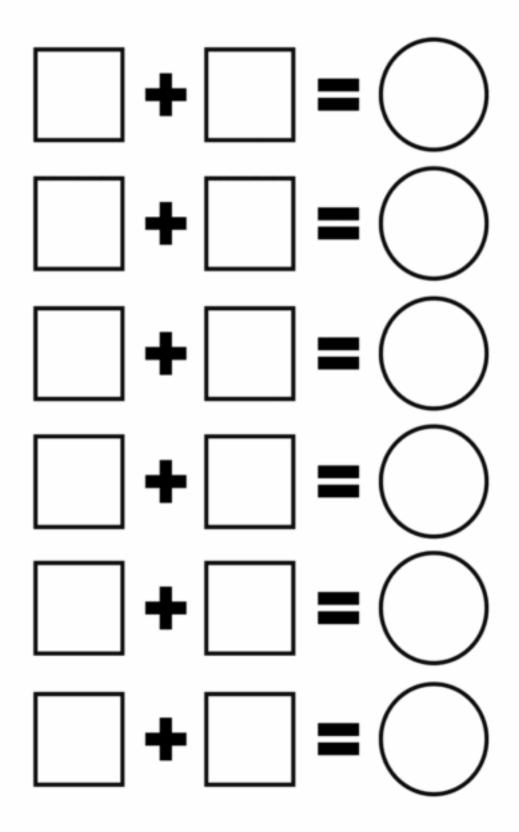
Draw your favorite addition story problem that you and your friends role played.

Show the different ways you can make 5. Draw pictures or write numbers.

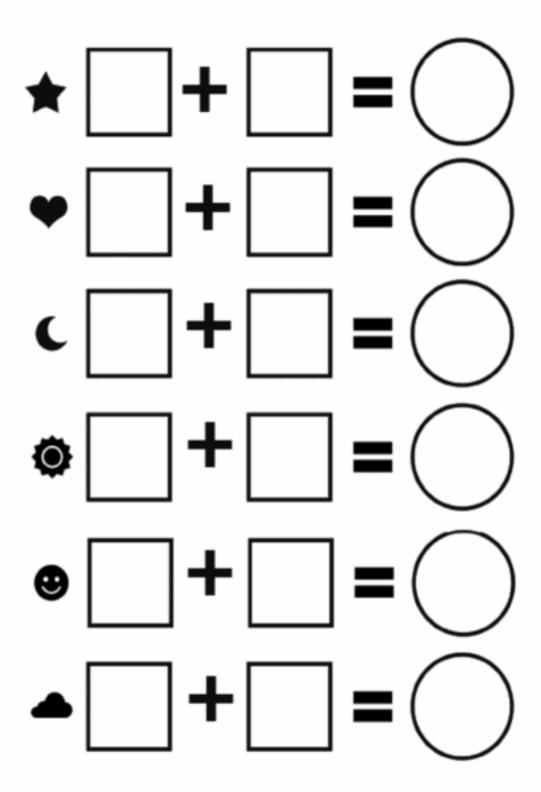
Show the different ways you can make the number your teacher gives you. Draw pictures or write numbers.

Roll the dice. Draw dots in the squares. Write the total in the circle.

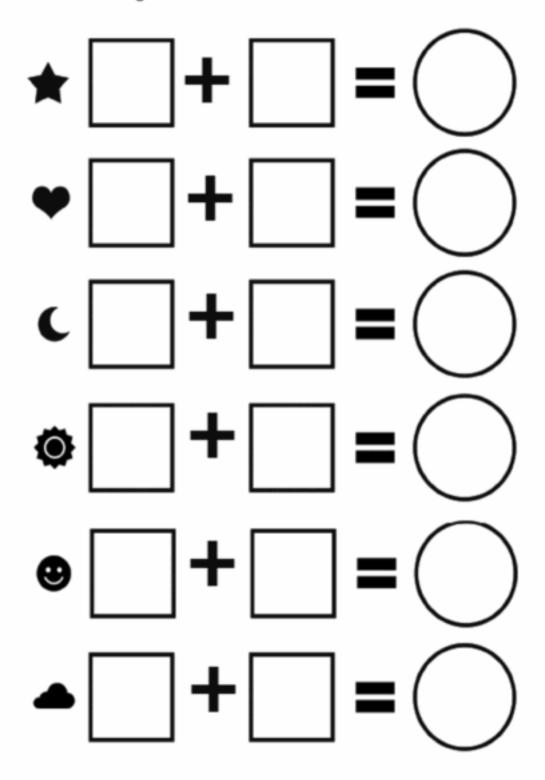
Play Add the Dots. Write the numbers in the squares. Write the total in the circle.

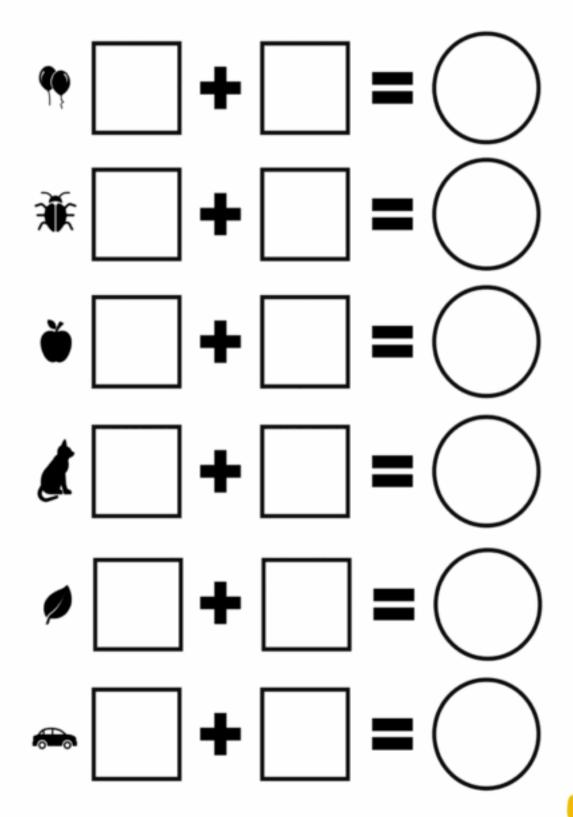


Play Add the Dots. Write the numbers in the squares. Write the total in the circle. Compare your answer to your partner's answer. Shade in the circle with the greater number.



Play Add the Dots. Write the numbers in the squares. Write the total in the circle. Compare your answer to your partner's answer. Shade in the circle with the greater number.



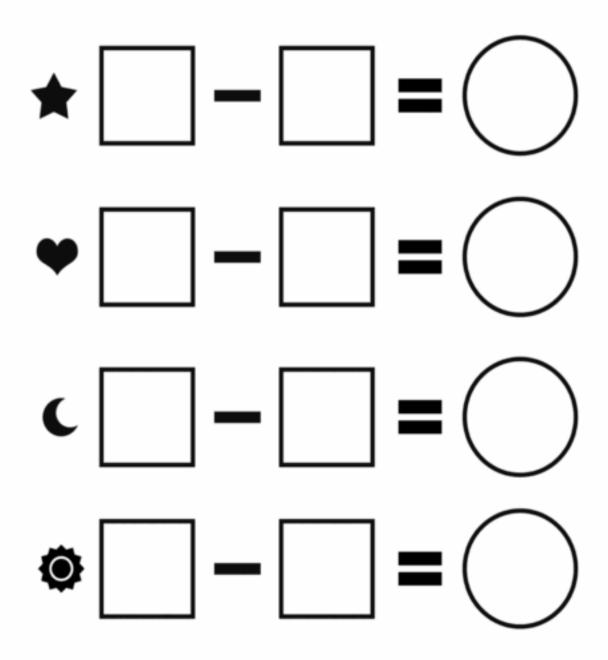


Play Add the Dots. Write the equation using a plus sign and an equal sign. Compare your answer to your partner's answer. Circle the greater number.

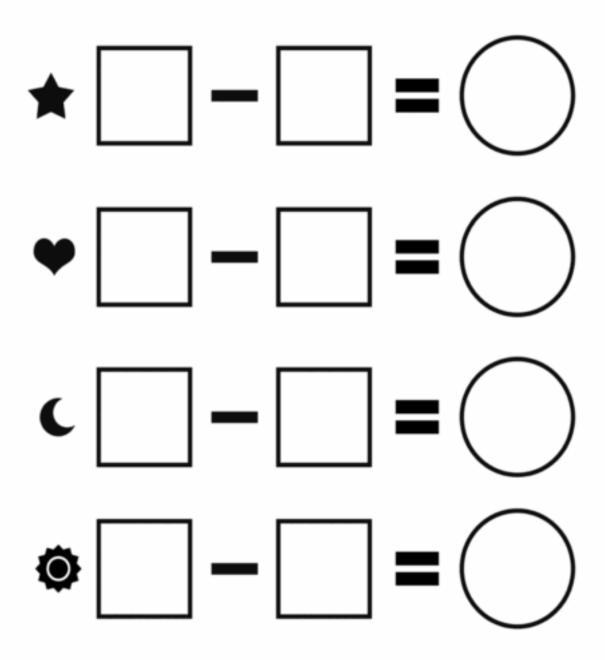
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Draw your favorite subtraction story problem that you and your friends role played.

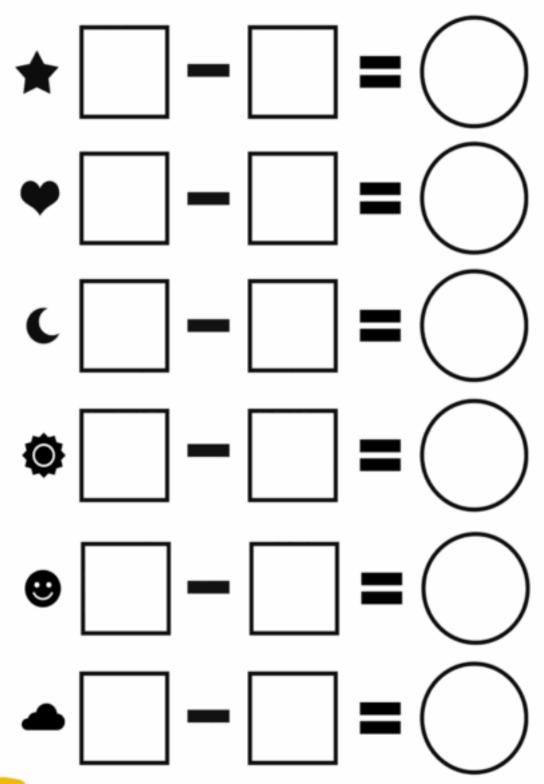
Write the numbers the teacher says. Solve the problem and write your answer in the circle.



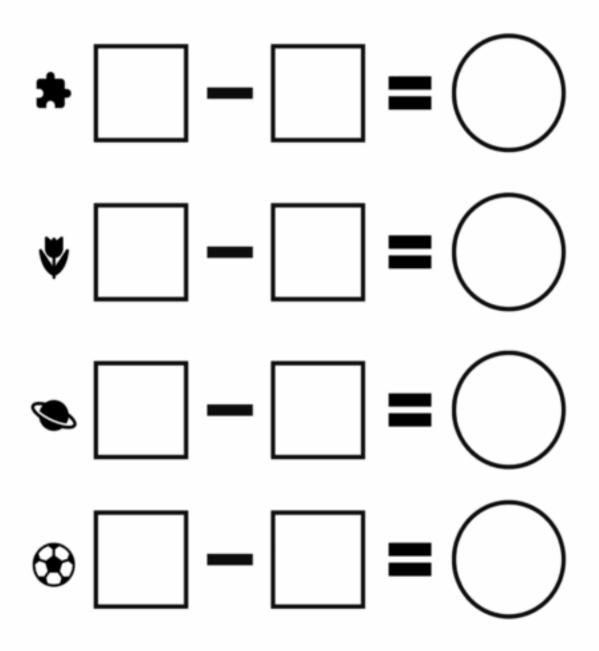
Spin the dot spinner. Count the dots. Write the number in the first square. Spin the number spinner. Write the number in the second square. Subtract, then write the answer in the circle.



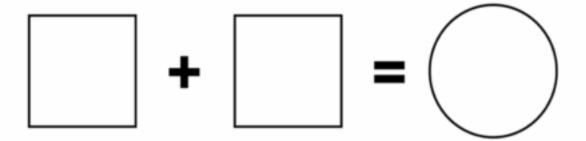
Spin the dot spinner. Count the dots. Write the number in the first square. Spin the number spinner. Write the number in the second square. Subtract, then write the answer in the circle.



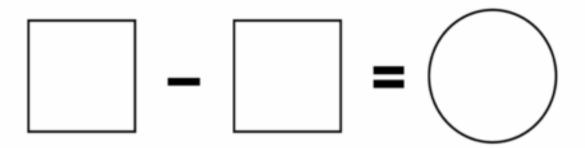
Play the Cave Game. Write three different number sentences.



Write an addition sentence for your group's tree. Then, draw a picture of your tree.



Write the subtraction sentence for the plum tree. Then, draw a picture of the plum tree.



Draw a picture of yourself doing math.

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